Simcar.info is a site dedicated to the sport of on-line simulated auto racing using Papyrus NASCAR 2003. Our purpose is to bring together drivers to help each other become better on-line racers, and promote the sport of on-line racing.

These are the rules used in the FNFL Winter Series. Below the FNFL rules are proposed changes for the 2007 season. The final rules will be posted here when they become available.

FNFL RULES

1. **Starts & Restarts: All Starts will be done by track type:**
   Double File Start for Ovals
   Single File Start for Road Courses
   All Restarts Will Be Single File

2. **Cautions: When the caution flag comes out, the field freezes it's positions. No racing back to the line. With less than 10 laps to go in race, all cars not on lead lap must drive through the pits to let lead lap cars race to the finish. You do not need to stop for service, just drive through at pit speed to get to the back of the field. Failure to drive through the pits will result in a one lap penalty.**

3. **Apron Rule: On ovals, cars are not allowed to use the apron as a racing lane. On most ovals there is a yellow or white line that designates where the racing line ends and the apron begins. All cars must stay above the line except when qualifying, when it may be used to run fast lap for pole position. There will be instances when you can go under the line (avoiding another car, go a little too low in a corner, etc.) but the rule is made for using the apron as a racing lane and causing accidents in turns. A warning will be given on the first offense. After the first warning penalties will be accessed as follows:**

   Using Apron After First Warning – One Position Penalty
   Using Apron After First Warning And One Position Penalty – One Lap Penalty
   Using Apron As Racing Line And Causing An Accident – One Lap Penality
   Using Apron As Racing Line And Causing A Second Accident – Last Place Finish
   Using Apron As Racing Line To Gain A Position – Last Place Finish

4. **Blocking: During the last 10 laps of the race blocking is allowed, but you are allowed only one (1) blocking move per straight or turn.**
   Example: If car behind you makes a move to pass on the inside, you may move to the inside to block. But if the car then moves to the outside to try and pass, you may not move to the outside to block the second move. This stops cars from weaving on the track to block.

5. **Accidents And Incidents: There will always be accidents in racing. Although we try not to, it happens. If there is an accident or incident that a driver wants reviewed for whatever reason (penalty, position lost, aggressive driving, etc.) the incident must be reported to the league admin within 48 hours of race conclusion by email (muddytrane@aol.com) When reporting incident, please include an explanation on the incident and why reporting it. The league admin will review and rule on all incidents, unless the league admin is involved. If the league admin is involved, a replay team of 3 drivers not involved in incident will review incident and report to league admin their decisions. A majority vote by the replay team will be the final resolution of the incident.**

6. **Pitting & Exiting Pits: When pitting you must inform others via chat that you are pitting only if someone is directly behind you. This is so a driver behind you knows that you are pitting and can adjust his line accordingly. Use the F2 key for help determining where a car behind you is. Otherwise you do not need to, so you can use pit strategy not letting others know you are pitting. When exiting the pits, use your F2 key to make sure you can exit the pits safely without getting in another cars racing line. If another car is near, let him know you are exiting the pits via chat.**

7. **Racing Lines: Ovals – If a car gets below you in a turn (front wheel of lower car must be established even with rear wheel of higher car) do not cut down in front of the lower car. These cars handle well in turns so two lines can be used for side-by-side racing. The mirrors on these cars are not the greatest, so make sure you use the F2 key and are clear of another car by a least .2 of a second before making a move.**

   Road Courses – When passing in a turn, you must have your front wheel established even with the rear wheel of the other car to make a pass. If a car does this to you, do not cut over into it. Stay in your lane or let the other car execute the pass, then fall in behind.

Proposed rule changes for the 2007 FNFL Series

2007 Proposed Rules Changes

1. Points System – We will continue to use the F1 style points system but will add two (2) positions to the point mix. Now the top ten instead of top eight will score points. The point increments will remain the same, just add two positions to point scoring.

	New System	Old System
1st Place	12pts	10pts
2nd Place	10pts	8pts
3rd Place	8pts	6pts
4th Place	7pts	5pts
5th Place	6pts	4pts
6th Place	5pts	3pts
7th Place	4pts	2pts
8th Place	3pts	1pt
9th Place	2pts	----
10th Place	1pt	----

Pole Position - 1pt

2. Lucky Dog - Here we go again. This is a hot issue, only because the few that replied in the past about the lucky dog was split down the middle. As I have stated in the past, my opinion is that the lucky dog keeps all competitive during a race, even if you're a lap down. You have a chance to get that lap back if a yellow comes out. But I also believe that the lucky dog does not belong on road courses, just ovals. So what I need is your opinion and vote. Vote for one of the three choices and give your reasons why:

a) Yes for the Lucky Dog on OVALS ONLY
b) Yes for the Lucky Dog on ALL TRACKS
c) No I do not want the Lucky Dog

3. Pit Speeds - Some of the pit speeds I believe are too low for these cars. I want to change the pit speeds so they correspond to a specific track size. The track size and minimum pit speeds are as follows:

Track Size	Minimum Pit Speed
Up To 1 Mile	50 mph
1- 1 1/2 Miles	55 mph
Over 2 Miles	70 mph
Road Courses	55 mph

If a track is at or above the new minimum, it will not be changed.
Here is a list of the tracks that will be affected, with old and new pit speeds.

California - 55 mph (old) 70 mph (new)
Chicagoland - 45 mph (old) 55 mph (new)
Daytona - 55 mph (old) 70 mph (new)
Infineon - 35 mph (old) 55 mph (new)
Kansas - 45 mph (old) 55 mph (new)
Kentucky - 45 mph (old) 55 mph (new)
Michigan - 55 mph (old) 70 mph (new)
Milwaukee - 45 mph (old) 50 mph (new)
Nashville - 45 mph (old) 55 mph (new)
Phoenix - 45 mph (old) 50 mph (new)
Richmond - 40 mph (old) 50 mph (new)
Talladega - 55 mph (old) 70 mph (new)
Texas - 45 mph (old) 55 mph (new)

I think that this season, in putting it together, will exceed your maximum fun level! The schedule is challenging, diverse, fast, but most of all, fun. Friday night's you will be a-flyin'! Can't wait for the season opener on February 23 at Daytona. See ya at the track.

Ron

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